CRASH BANDICOOT

THE WRATH OF CORTEX

UNIVERSAL INTERACTIVE STUDIOS

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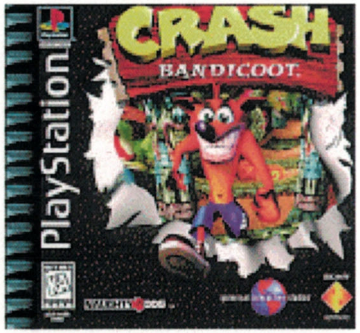
Crash Course on Franchise

- Crash Bandicoot is the best selling character-based game franchise in PlayStation® history
- First four Crash titles are among the top 15 best-selling games for Sony Computer Entertainment America
- The Crash franchise has sold over 20 million copies worldwide to date with over 8 million units sold in North America
- Crash Bash™, the 5th video game in the franchise, released November 2000 and in one month of release sold 250,000 units
- Each release is aggressively supported by a multi-million dollar marketing campaign featuring TV, print, promotions, online and retail
- Crash is a worldwide franchise with huge success in Europe and Japan

Crash Bandicoot Discography


PlayStation
CRASH
BANDICOOT

PlayStation
CRASH
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PlayStation
CRASH
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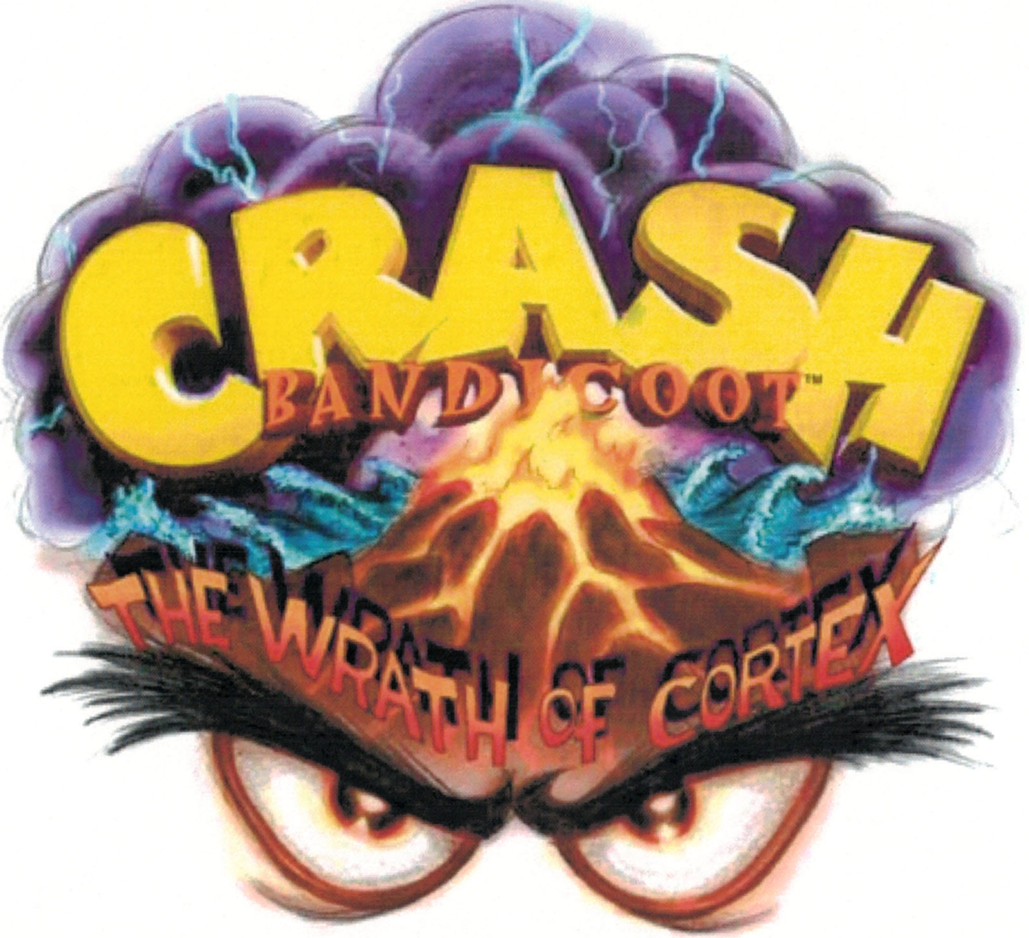
BASH

CRASH BANDICOOT

SO WHAT’S NEXT FOR CRASH?

PS2


CRASH
BANDICOOT™
THE WRATH OF CORTEX

Work In Progress Logo

Crash Bandicoot: The Wrath of Cortex™

- Produced by Universal Interactive Studios, Inc., developed by Traveller's Tales for the PlayStation2® game console
- Sixth Title in the Crash Series to release Holiday 2001
- Crash returns to the Action Platform genre after a 3 year absence
- Brand-new levels wrapped around an original story that takes Crash into a collision course with the Elements.
- Takes the tried and true gameplay that everyone is familiar with and takes it to the next level with stunning graphics and addictive gameplay.
- New characters, new level types, new environments, new vehicles, new moves and a new story all combined make this a perfect addition to the Crash franchise.

Developed by Traveller's Tales

Crash Bandicoot is being developed by Traveller's Tales. Traveller's Tales has been developing video games for the past 12 years and has sold in excess of 10 million copies. Traveller's is based in England. Some of their titles include Disney's Toy Story Racer (2000), Disney's Toy Story 2 (1999), Muppet Racemania (1999), A Bugs Life (1998), Rascal (1998), Sonic R (1997), Sonic 3D (1997), Toy Story (1995) and Mickey Mania (1994).

Crash Bandicoot: The Wrath of Cortex™ Game Features Detailed - Page 1

- Over 30 Action-packed Levels: Crash goes to a Volcanic Island, The Wild West, Underground Caverns, Undersea Trenches, African Jungles, Japan and a whole lot more.
- New Inventive Vehicles: Destroy Cortex's Weather Machines on a Hang Glider, Ride through the Earth's Interior in an Atlas Sphere, Avoid being smashed by Tsunami Wave on a Mini-Scooter and go Toe-to-Toe with Cortex's minions in a Crash Style Mech..
- The Four Elemental Powers and Cortex's Secret Weapon are the new characters to join the amazing cast of characters including (Aku-Aku, Dr. Neo Cortex, Uka-Uka, Dingodile, N. Trophy, N. Gin and Tiny).

Crash Bandicoot: The Wrath of Cortex™ Game Features Detailed - Page 2

- Crash earns a tip-toe move as well as some new enhancements to his classic move set. Crash will also be able to earn new moves as he progresses through the game.
- Coco becomes a playable character with her own set of unique moves. Run, jump, spin and stomp your way through the game with Coco as she kicks some butt in Japan, Africa and beyond.
- New Elemental Crates as well as Close Circuit Cortex Crates (C4) add to the list of new Crates in The Wrath of Cortex. Elemental Crates allow for Crash to deform the environment and explore uncharted parts of the level. C4 is a new invention by Dr. Cortex. Crash will have to sneak his way past these crates with explosive proximity sensors.

Crash Bandicoot: The Wrath of Cortex™ Game Features Detailed - Page 3

- New Level Types: Research Centers, Arenas and Mini-Bosses add to the types of levels you can will be hidden mini-games within each hub that give the player additional collectibles needed to win the game.
- Stunning Graphics and Technical Enhancements specific to the PS2 bring Crash to the next level of gaming.
- New original story line that takes Crash on a battle against Cortex, The Elemental Forces and Cortex's Secret Weapon.

Crash Bandicoot: The Wrath of Cortex™

Secret Weapon + Elements = Story

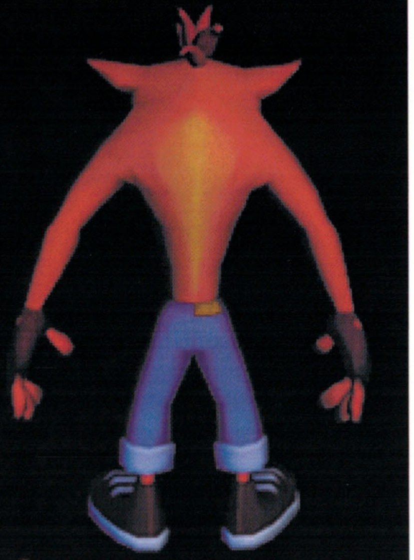
Having been defeated one too many times, Dr. Neo Cortex develops a super secret weapon to finally rid himself of his arch-nemesis, Crash Bandicoot. With the help of Uka-Uka, Cortex discovers the resting place of the Elemental Powers - A group of mystical masks with the ability to harness their destructive energies of earth, fire, air and water on the helpless planet Earth. Cortex plans to use the Elemental Powers to charge up his newest genetically evolved creation and destroy Crash one and for all. It's up to Crash and his sister Coco to defeat Cortex and his secret weapon before the elements destroy the world! - *(Storyboard)*

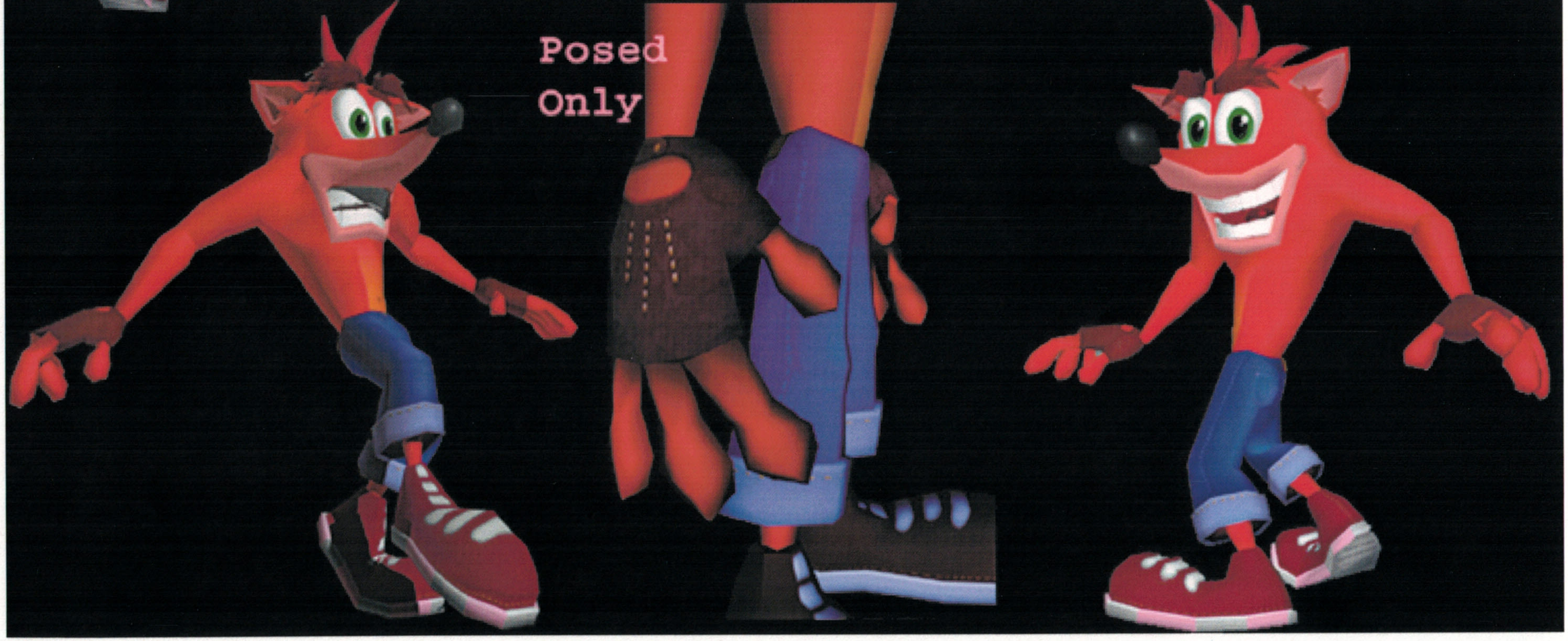
Crash Bandicoot: The Wrath of Cortex™ Technical Features

- 60FPS with 8-10 Million Polygons per frame (not optimized)
- Enhancements to Crash Bandicoot Model (from 400 polygons to 1800)
- Complex Particle/Debris System (Elementals and Levels)
- Realistic Fur and Cloth FX (Crash/Enemies)
- Object/Terrain Deformation, Reflection/Environment Mapping (Snow/Water)
- Depth of Field FX (Multi-pass Rendering for Hot/Cold)
- Real-time Character Morphing (Elementals)

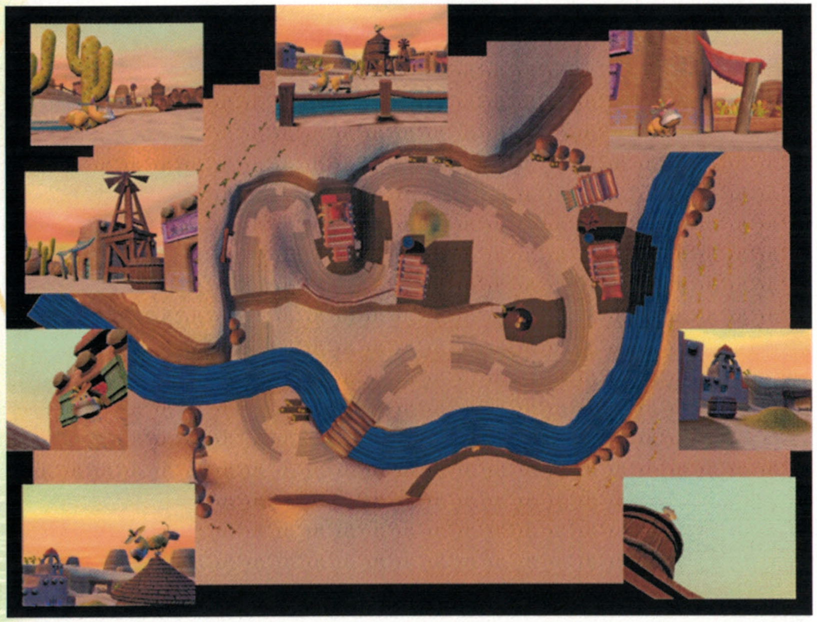
CRASH MODEL FOR PLAYSTATION 2

The PS2 Crash model has been built with special attention to detail. Both for physical movement and graphical look. His gloves, jeans, and shoes all have carefully been enhanced with little touches. Crash's expressions have also been kept in mind. Crash's eyebrows, mouth, lips, hair, ears, eyes and facial muscles can be manipulated by the CPU in real-time to give Crash distinct emotional expressions depending on game state.

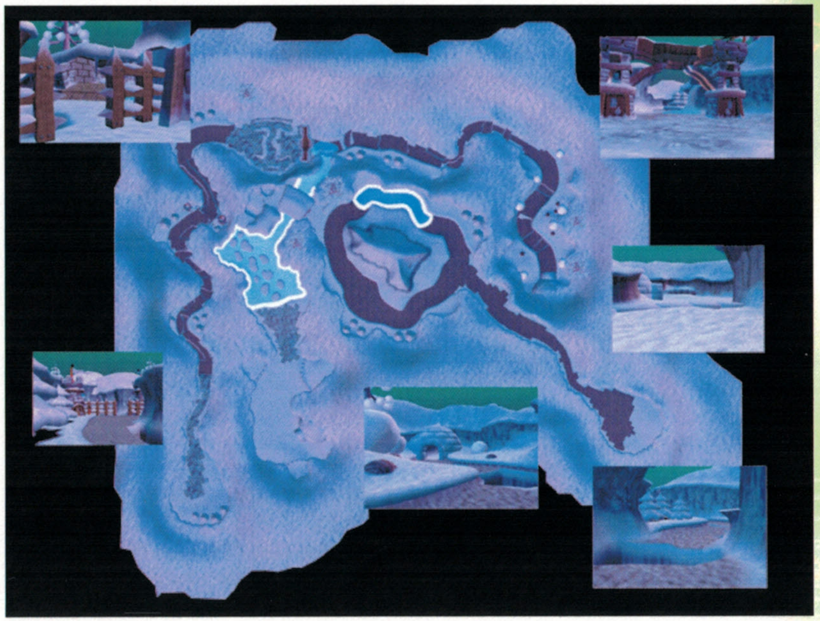




Crash Bandicoot: The Wrath of Cortex™
Top Down Level Renders

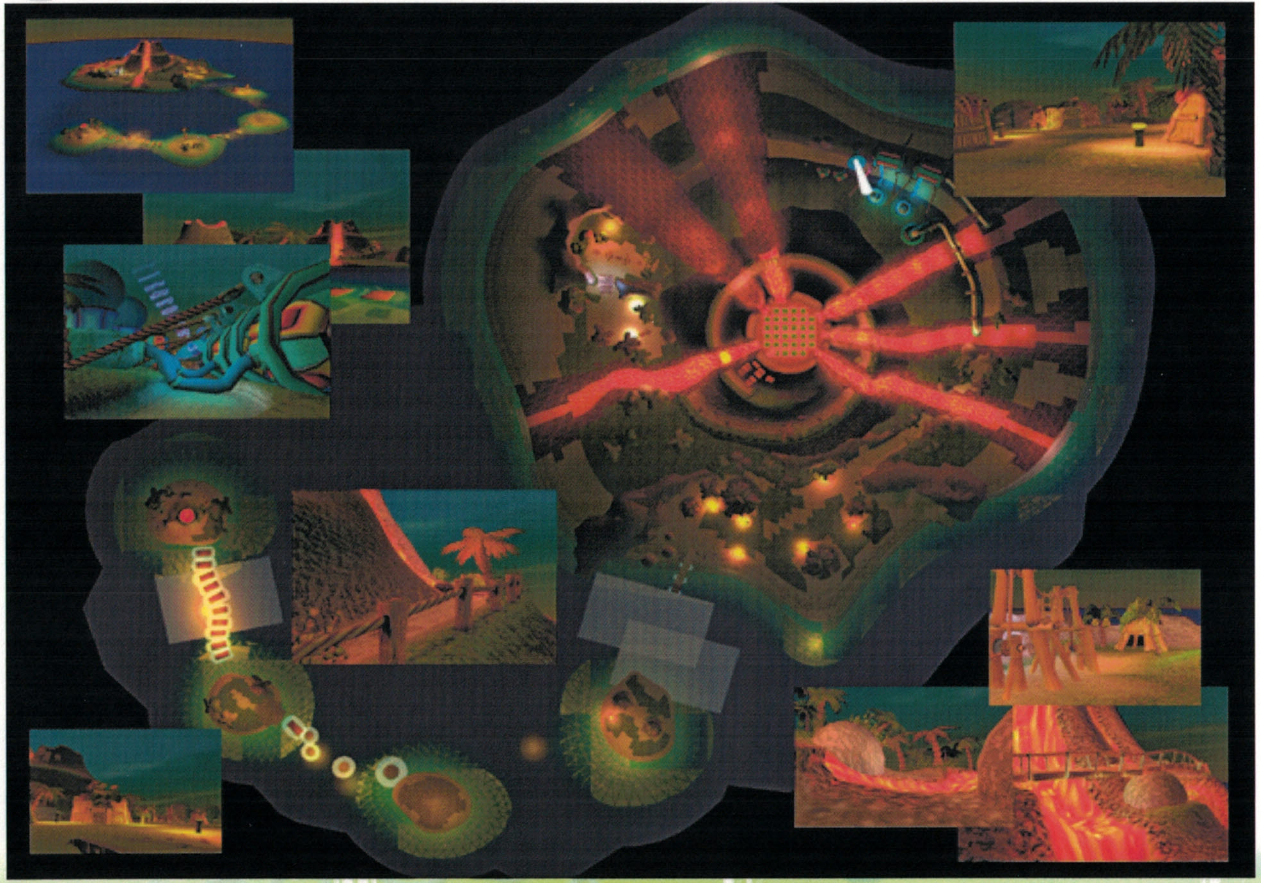


Western Arena

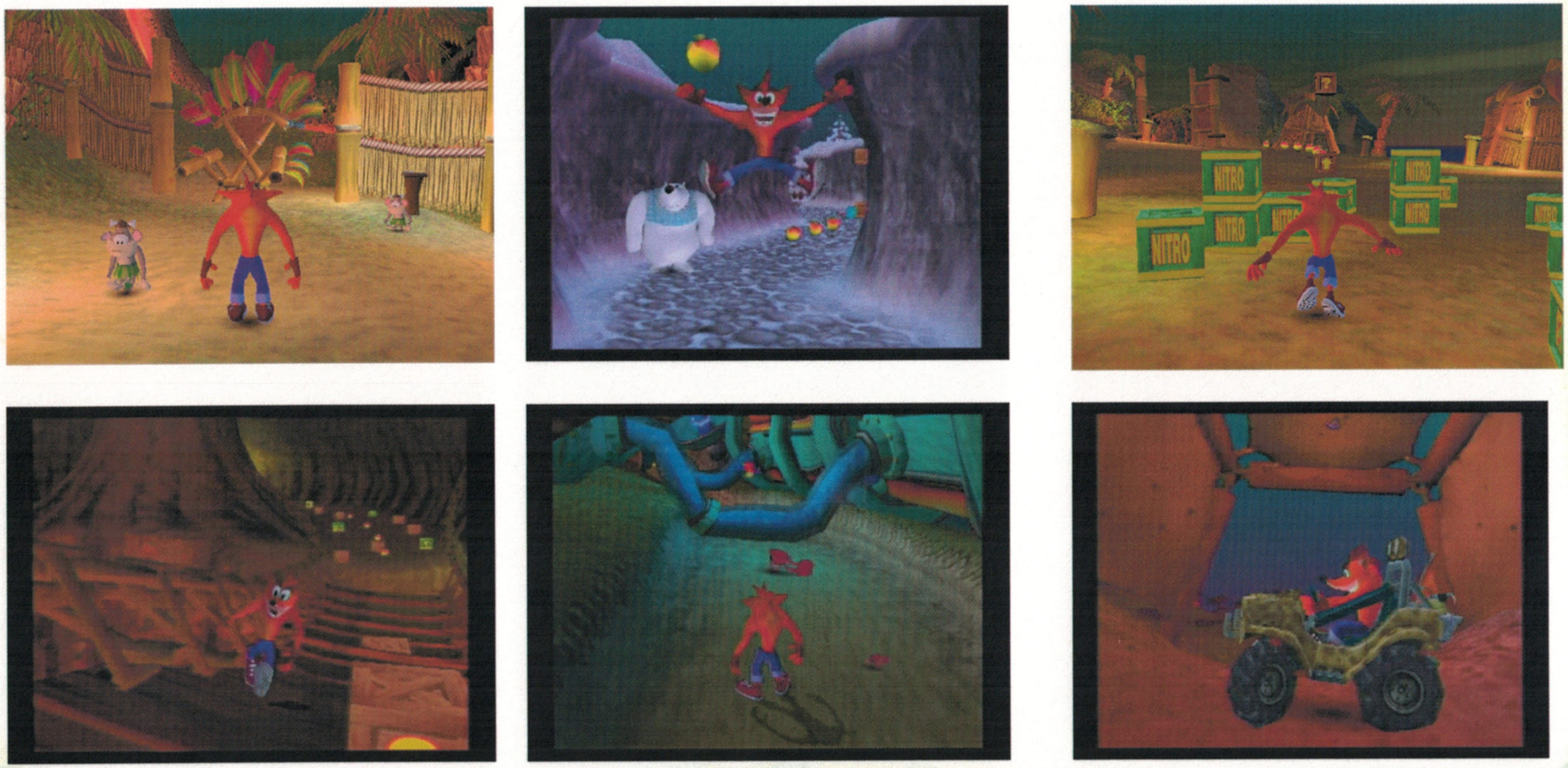


Blizzard Level

Crash Bandicoot: The Wrath of Cortex™
Top Down Render of Volcano Island



Crash Bandicoot: The Wrath of Cortex™ Screenshots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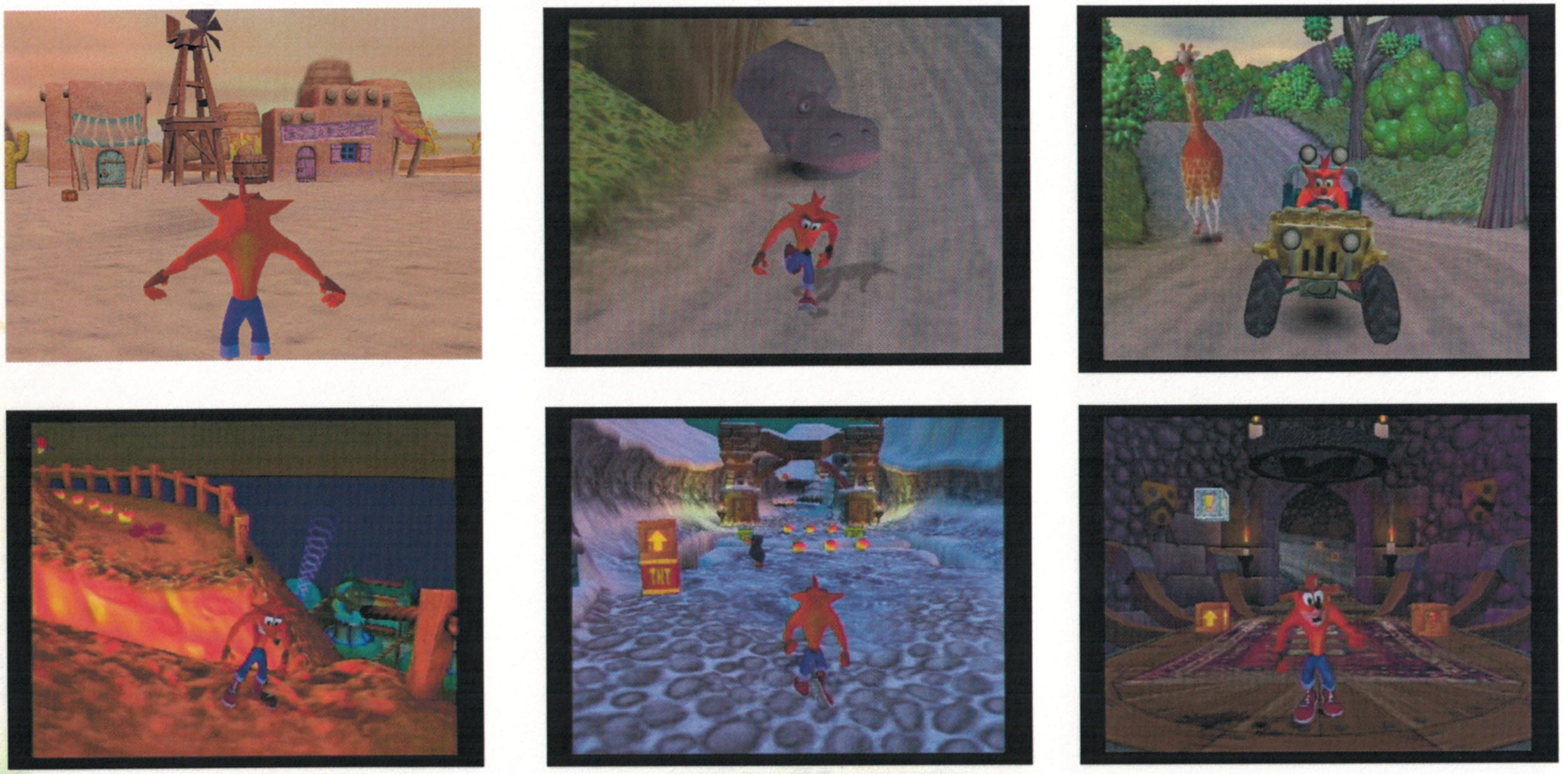
Crash Bandicoot: The Wrath of Cortex™

More Screenshots



Cast of Characters

- **Crash Bandicoot™** - He's a marsupial on a mission! He's cool, he's brave and he's ready for action! He's a hero who believes, but he's no fool!

- **Coco Bandicoot™** - Coco is the spirited younger sister of Crash and is highly intelligent. When her face isn't glued to a computer screen, she's trying to get Crash's relaxed life more organized. Count on Coco to hack into Cortex's plans to warn Crash with some important information.

- **Dr. Neo Cortex™** - Cortex claims to have learned his lesson. He says he's out to save the world. But, a word of advice - no matter what you do, don't turn your back on this guy unless you're running full tilt in the opposite direction.

Cast of Characters

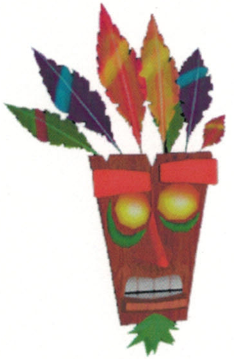
- **Dr. N. Tropy™** - Dr. Nefarious Tropy is the master of time. In the Wrath of Cortex he'll have a supporting role stopping Crash from dealing with the Elements.

- **N. Gin™** - A bad tempered wacko. Haven't you been told never to mess with a guy with an unexploded nuclear missile stuck in his head?

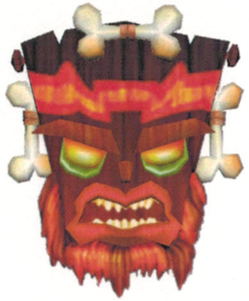
- **Tiny the Tiger™** - A fearsome opponent if ever there was one, Tiny has a few tricks up his enormous sleeves. Try to stay one step ahead or you might get crushed.

- **Dingodile™** - Half-dingo. Half-crocodile. All bad attitude. With a flame thrower that's as big as he is, he's hoping to serve up roast bandicoot for Thanksgiving dinner.

Cast of Characters



- **Aku-Aku™** - Aku-Aku is an ancient magical witch doctor who uses his powers to do good and fight evil. He is Uka-Uka's brother. Aku-Aku is always ready to assist Crash with information vital to the defeat of Neo Cortex. Aku-Aku also provides Crash and Coco a magic protection against enemies and invulnerability power ups.



- **Uka-Uka™** - Uka-Uka is an ancient magical witch doctor who uses his powers for the pursuit of evil and world domination. Uka-Uka and Neo Cortex area always searching for new ways to dispose of Crash Bandicoot so they can take over the world. It is Uka-Uka who frees the Elemental Forces from their imprisonment to create havoc around the globe.

CAMEOS BY PREVIOUS CRASH CHARACTERS WILL BE USED THROUGHOUT THE GAME. SOME WILL BE OBVIOUS AND OTHER…WON'T

New Characters
Cortex's Secret Weapon

TOP SECRET - Dr. Neo Cortex's Secret Weapon - Experiment #1138. This is the latest and greatest mutated invention in the career of Dr. Cortex. Having spent years working on this secret weapon he is finally ready to unveil it…well maybe not yet.

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CLASSIFIED

CLASSIFIED

TBN is a creature of amazing skill and power. Created by the power of the 4 Elementals - TBN's skills take full advantage of the power of Air, Earth, Water and Fire. He is a force to be reckoned with and not someone that Crash, Coco or anyone else should take lightly.

New Characters
The Elemental Forces (names TBD)

Several thousands of years ago there existed four masks of great power. They were the Elemental Forces of Air, Earth, Water and Fire. Their control of the elements made them the most powerful forces on Earth. The ancient ancestors of Aku-Aku and Uka-Uka fought a terrible war against these forces and defeated them locking them away forever in slumber with the use of magical crystals…until Uka-Uka released them to make Crash's life a bit more difficult.

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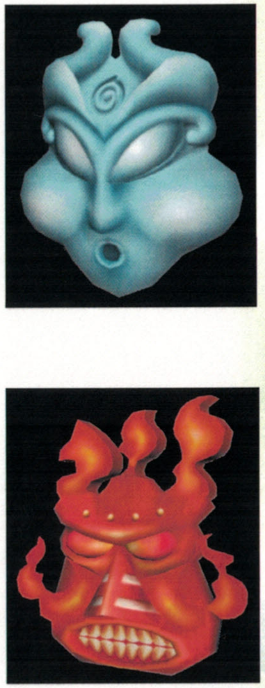
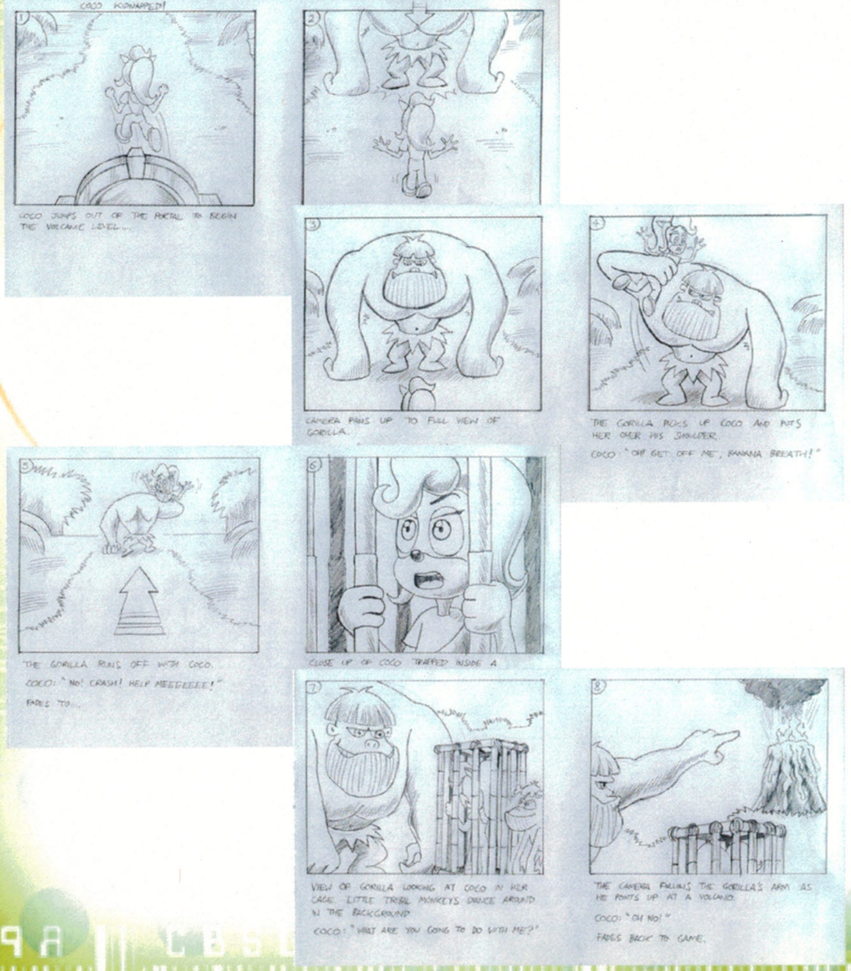


Example: Mini-Boss Characters



COCO KIDNAPPED!

1 COCO JUMPS OUT OF THE PORTAL TO BEGIN THE VOLCANIC LEVEL...

3 CAMERA PANS UP TO FULL VIEW OF GORILLA.

4 THE GORILLA PICKS UP COCO AND PUTS HER OVER HIS SHOULDER.

COCO: "OH! GET OFF ME, BANANA BREATH!"

5 THE GORILLA RUNS OFF WITH COCO.

COCO: "NO! CRASH! HELP MEEEEEEE!"

FADES TO...

6 CLOSE UP OF COCO TRAPPED INSIDE A

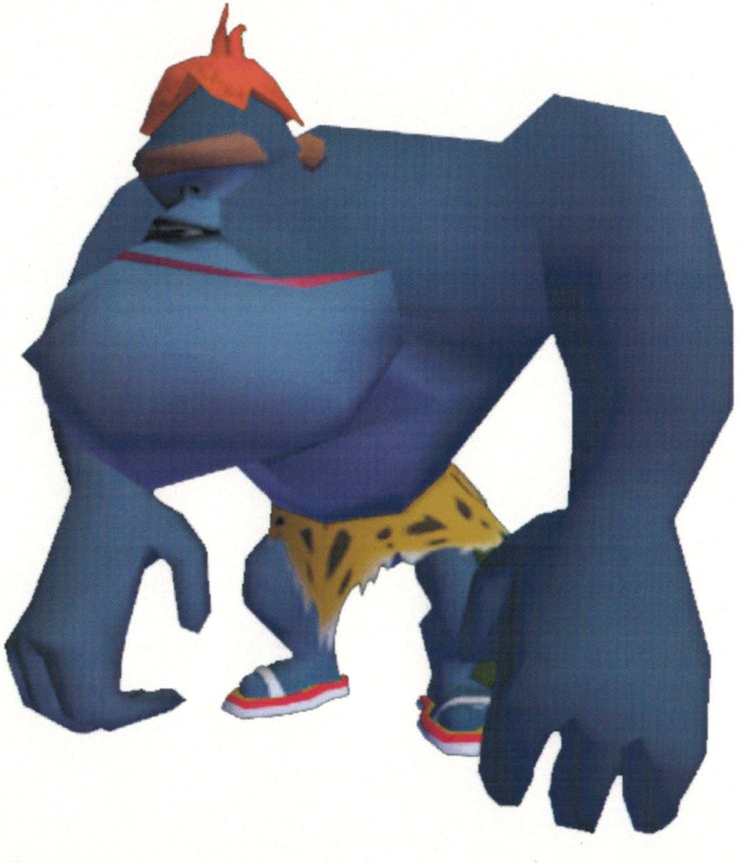
7 VIEW OF GORILLA LOOKING AT COCO IN HER CAGE. LITTLE TRIBAL MONKEYS DANCE AROUND IN THE BACKGROUND.

COCO: "WHAT ARE YOU GOING TO DO WITH ME?"

8 THE CAMERA FOLLOWS THE GORILLA'S ARM AS HE POINTS UP AT A VOLCANO.

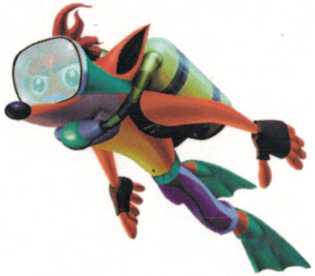
COCO: "OH NO!"

FADES BACK TO GAME.



Crash's Moves

Crash will retain the core moves from the previous Crash games: Run, Jump, Slide, Spin and Body Slam. Other moves will be introduced to the player as he proceeds through the game. New moves will include the Super Spin, Tip-Toe, Double-Jump and Super Run (for Time-Trials).



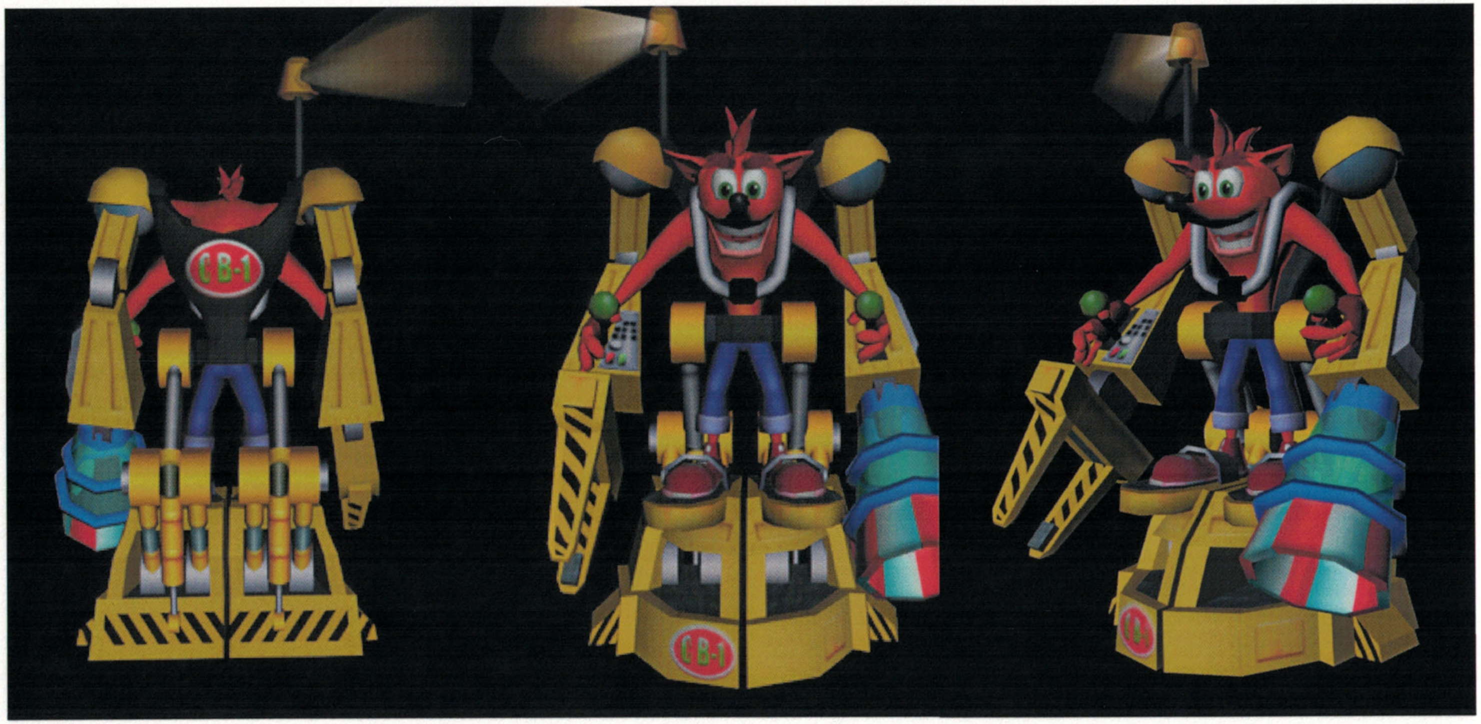
Specific levels will include moves like the hand-over-hand climb or swimming. Other new level-specific moves are planned, but are not yet ready to be discussed. These will used on a particular level of the game or will be associated with a particular mini-boss.

CRASH BANDICOOT

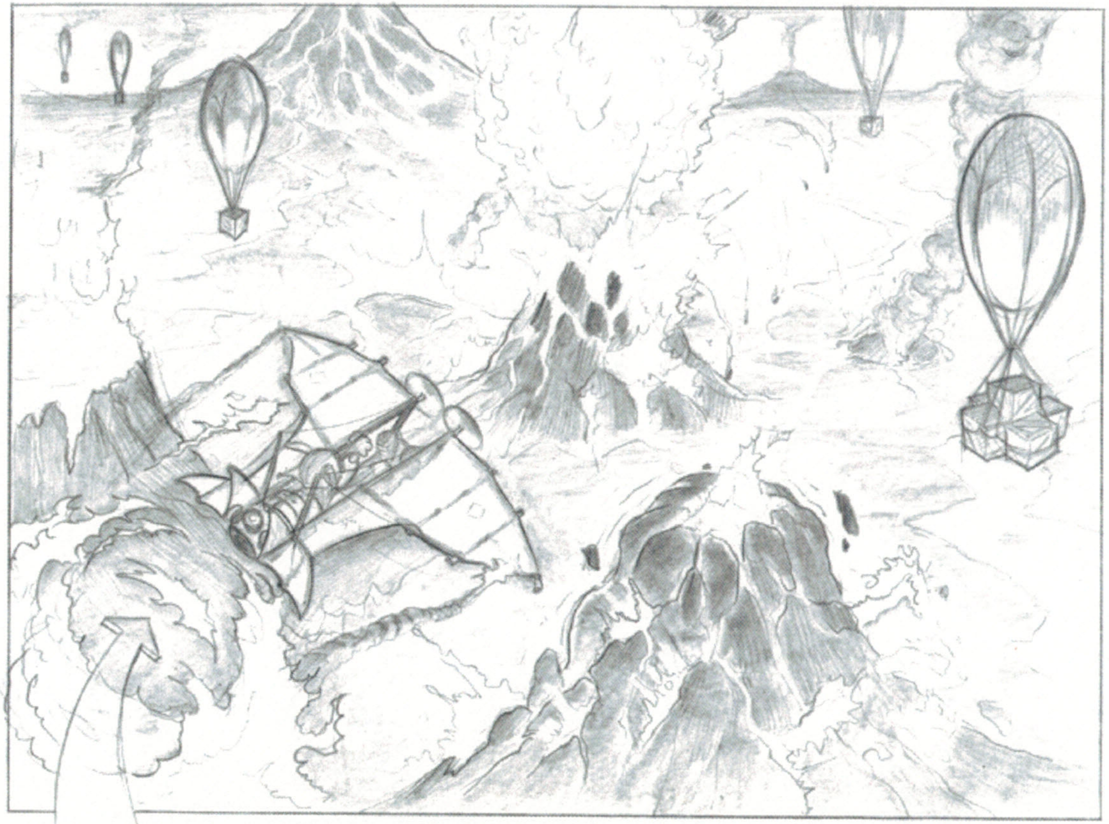
Crash's New Vehicles

Crash Bandicoot: The Wrath of Cortex™

The Crash Mech

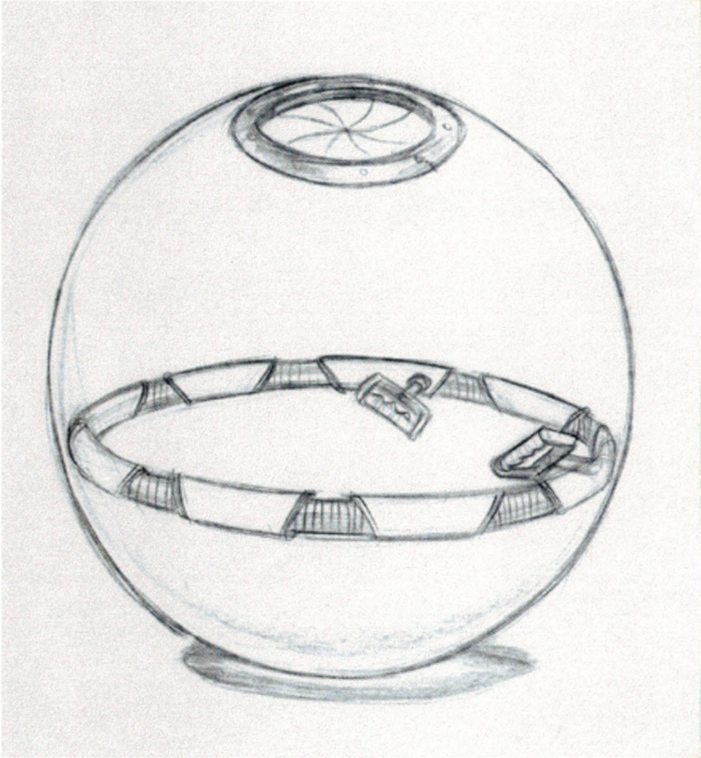


Crash Bandicoot: The Wrath of Cortex™
Vehicles - The Glider



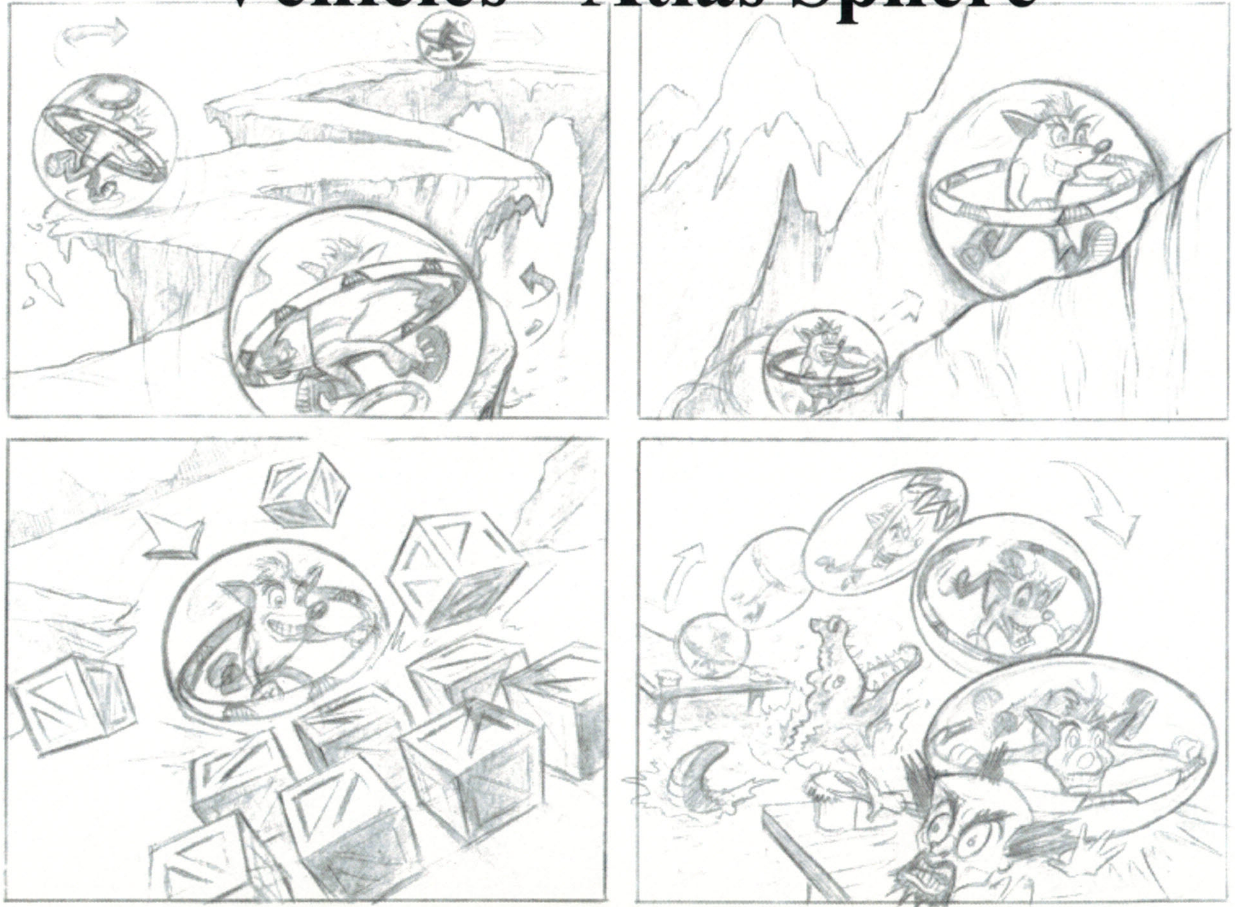
Crash Bandicoot: The Wrath of Cortex™

Vehicles - Atlas Sphere



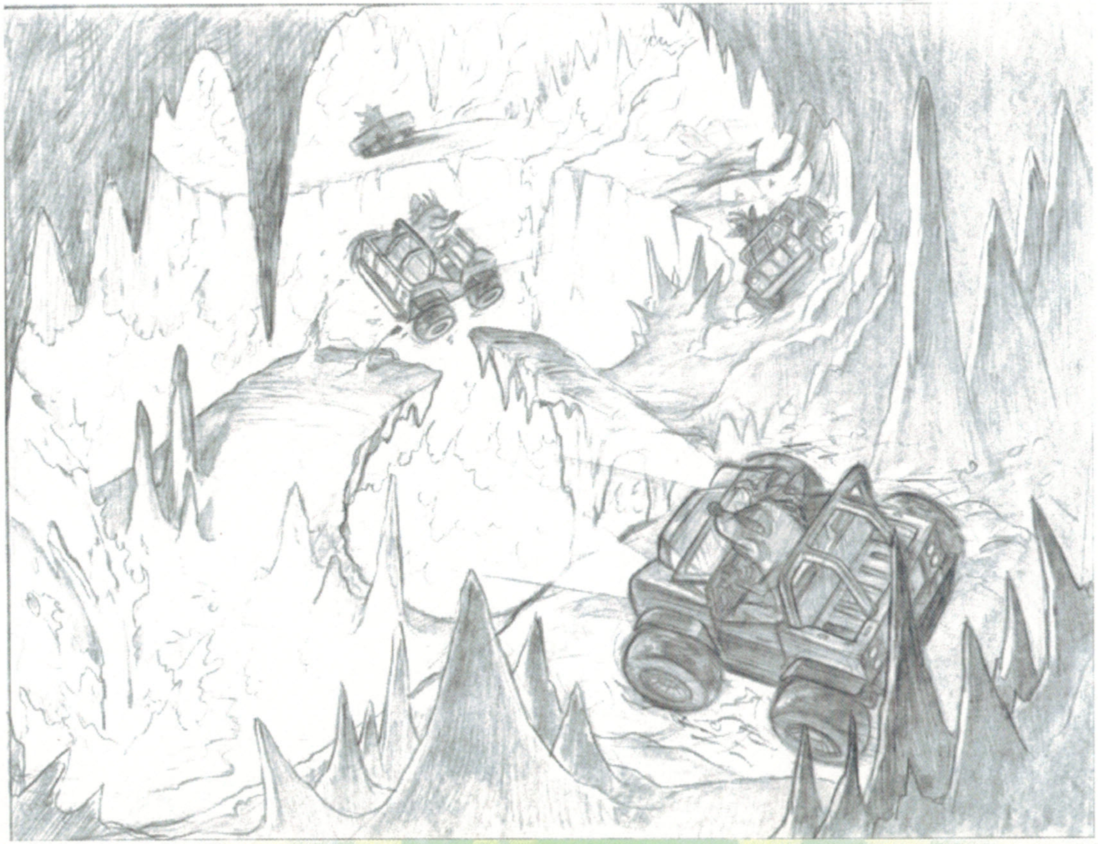
Crash Bandicoot: The Wrath of Cortex™

Vehicles - Atlas Sphere



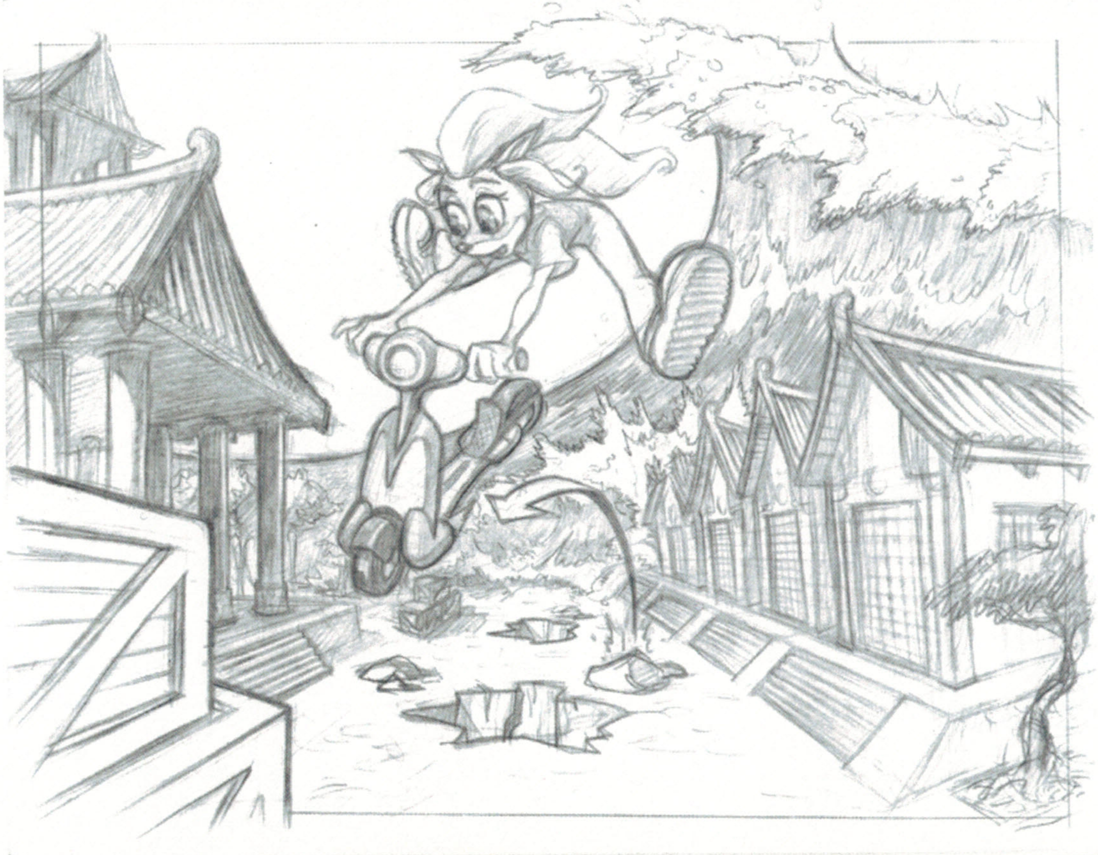
Crash Bandicoot: The Wrath of Cortex™

Vehicles - Crash-Jeep



Crash Bandicoot: The Wrath of Cortex™

Vehicles - Coco's Scooter



Design Goal #1: Stay True to the Original Formula

To be a success, Crash Bandicoot PS2 has to stay true to the original formula of fantastic game play and awesome graphics combined with the attitude of Crash. Although the design and levels will take full advantage of the PS2, the core design has to stay consistent to Crash's attributes, attitude, and game philosophy.

Design Goal #2:
Crash is Global

Crash Bandicoot is well known throughout the world. Game players in the US, Europe and Japan are in love with Crash and his style of game, but each region accepts Crash differently.

In order to satisfy Crash fans across the world the design needs to capture the fundamental design elements that allowed Crash to cross borders and succeed overseas.

Design Goal # 3:
Accessible and Satisfying

The game has to be accessible to all ages - that was the great thing about the previous Crash games - anyone, even a non-gamers, could pick up Crash and get through a good portion of the game.

To accomplish this we must test, test, test, and re-test with game players and focus groups to make sure that the game is hard enough to satisfy core game players, but at the same time not turn off your eight year old brother or sister.

QUESTIONS?